

PIRATES  
*of the*  
CARIBBEAN  
DEAD MAN'S CHEST





# CONTENTS

Getting Started .....	2
Starting Up .....	3
Controlling Jack Sparrow .....	3
Introduction .....	4
Playing the Game .....	4
Pirate Actions .....	6
Pirate Combat .....	7
Health .....	7
Notoriety .....	7
Sword Upgrades .....	8
Treasure .....	8
Saving & Loading .....	8
Allies .....	9
Enemies .....	9

## Ship Battle (Multiplayer)

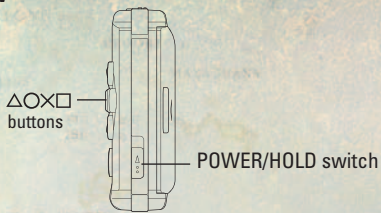
Heads Up Display .....	10
Ship Battle Controls .....	12
Starting a Game .....	12
Ship Classes .....	15
Mystic Power-Ups of the Caribbean .....	17
Treasure Pick-Ups .....	17
Boarding Enemy Ships .....	18
Game Sharing .....	18
Support .....	20



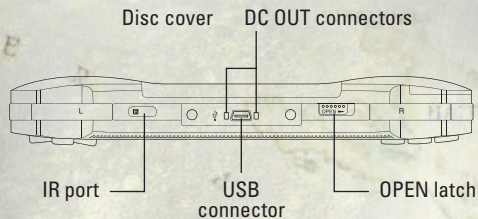


# GETTING STARTED

## Right side view



## Front view



Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT *Pirates of the Caribbean: Dead Man's Chest* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game icon and then the UMD icon.

A thumbnail for the software is displayed. Select the thumbnail and press the X button of the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

**NOTICE:** Do not eject a UMD™ while it is playing.

## Memory Stick Duo™

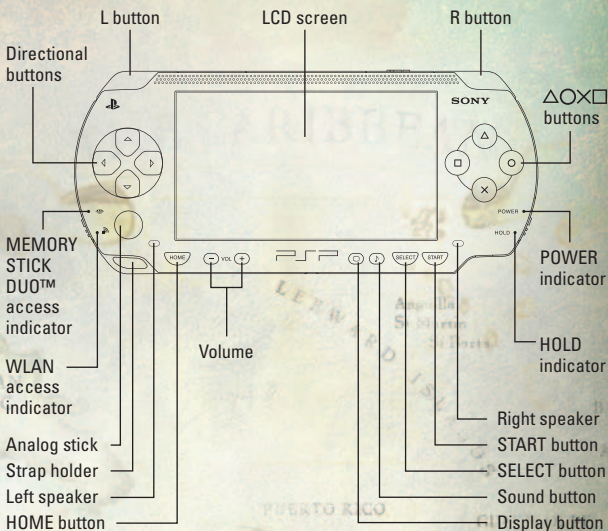
*Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.*

To save game settings and progress, insert a Memory Stick Duo™ into the memory stick slot of your PSP™. You can load saved game data from the same memory stick or any Memory Stick Duo™ containing previously saved games.



# STARTING UP

## PSP™ (PlayStation®Portable) system configuration



# CONTROLLING JACK SPARROW

## BASIC CONTROLS

- Move Character ..... Analog Stick
- Jump .....
- Strength Attack .....
- Speed Attack .....
- Taunt/Stun/Swing Pump .....
- Use Alternate Weapon .....
- Power Moves 1,2,3 .....
- Rotate Camera .....
- Pause/Status Screen ..... Start
- Quit Game to PSP Menu ..... Home

## MAIN MENU

Move the Analog Stick Up or Down to select an option in the Main Menu. Press the button to select and confirm choice. Press the button to go back to previous menu.



## INTRODUCTION

Welcome aboard the *Black Pearl*. Play as *Captain Jack Sparrow*, the most cunning and eccentric pirate on the *Seven Seas*.

Once again thrown into the world of the supernatural, Jack discovers that he owes a blood debt to the infamous *Davy Jones*,

Captain of the ghostly *Flying Dutchman*. Time is running out.

Armed with his trusty sword, Jack must find a way out of his debt or else be doomed to eternal damnation and servitude in the afterlife.



## PLAYING THE GAME (aka: Being a Pirate)

First create a profile. After entering a name, press the **X** button. Select the difficulty (Easy, Medium or Hard) and press the **X** button again. Your adventure on the high seas begins.

If you have previously created a profile, select **LOAD GAME** and press the **X** button. Select the profile you would like to load and press the **X** button again.

### Game Interface



**Health** 1 Displays current health.

**Power Move bars** 2 These bars show which power moves are available.

**Notoriety Score** 3 Displays notoriety earned.

**Inventory Items** 4 Displays available inventory.

## BASIC PIRATE MOVES

**Running** Move Analog Stick in the direction you would like Jack to run.

**Climbing** Jack will automatically grab onto any ledge he encounters by running into it.

**Jumping** Move Jack in desired direction with the Analog Stick and press the **△** button.

**Ledge Shimmy** When Jack jumps towards a ledge, he will catch the edge and hang. Press the Analog Stick Left or Right and Jack will move Left or Right.

**Climb / Pull up** Press the **○** button to grab onto a rope. When hanging from a ledge, press the Analog Stick Up to pull yourself up. To climb up a rope, press the Analog Stick Up.

**Drop Down** To drop off of a ledge or slide down a rope, press the Analog Stick Down.

## MISSION SELECT SCREEN

In-between the story missions and treasure missions, you will see this 2D menu screen (shown below). The menu displays when levels are locked, unlocked, or completed.



1. Treasure Arena Locked

4. Mission Locked

2. Treasure Arena Unlocked

5. Mission Unlocked

3. Treasure Arena Complete

6. Mission Complete

## STATUS SCREEN

During the course of the game you will be able to access the status screen. To access the game status screen, press the **START** button. The status screen will track all pertinent game play information over the course of the game.





## PIRATE ACTIONS

Never trust a pirate. Why? Because they play dirty. Pirate actions allow Jack to use other items in the world to advance his ability to end a fight or pass an obstacle that stands in his way.

### ENVIRONMENTAL ACTIONS

You'll notice throughout the game that there are unlit Skull and Crossed Torches. When Jack is in the right proximity, the torches will light up. Press the **○** button and Jack will perform the appropriate action.

Torches, Powder Kegs and Cannon Balls are examples of items that Jack will need to manipulate during his adventure.

Jack will also encounter various puzzles that require all of his wits and appropriate Pirate Action.



### MOUNTING ROPES

The Skull and Torches will indicate where Jack will be able to use the handy ropes in the game.

**Vertical Ropes** Press the **○** button to do a back flip off the rope. Move Jack Up or Down with the Analog Stick.

**Rope Slide** Some ropes are tied across chasms or places too wide to jump across. Press the **○** button and Jack will zip down or across the rope with the blade of his trusty sword.

### ROPE SWINGING

Some Vertical Ropes hang out of Jack's reach and he must run and reach for them. When he reaches a rope, he will grab on and start swinging. Press the Action Button [**○**] to pump and swing higher. Press Jump [**△**] to fly to a landing surface or another rope.

*Try it out. It's fun to act like a Pirate.*



## PIRATE COMBAT

The key to Pirate Combat is paying attention to your enemies. Use the different attacks and watch how your opponents react to get the best effect.

**Speed Attack** **⊗** This standard sword fencing attack is used to "soften" up most enemies.

**Strength Attack** **□** This move takes longer to perform, but can be more damaging to an enemy.

**Stun** **○** Use of this move will stun the enemy briefly, taking him out of combat, allowing you a chance to attack with a strength move [**□**] or a speed move [**⊗**].

**Alternate Weapons** **↓** Items such as pistols, throwing knives, and hatchets can be used by pressing the **↓** button. Pick up an item by moving over it.

**Block (Hold)** **⊗** When the enemies dodge an attack, they will jump out of the way and counter-attack. You must watch for this move and hold the **⊗** button to block the attack.



## HEALTH

If Jack's health starts dropping, find some grog. If the health bar reaches zero, Jack will perish. He will respawn at an earlier part of the level.



## NOTORIETY

Notoriety points define exactly how notorious Jack Sparrow has become. For every enemy eliminated, he will score notoriety points. The type of enemy and the way in which Jack eliminates him will determine the points earned.

Sword fighting is the easiest and earns the lowest notoriety points in the game. When alternate weapons are used, a greater amount of points are earned. For example, if Jack is clever enough to drop a chandelier on an enemy, he will earn even more points.

Jack will receive a new pirate notoriety title as his notoriety increases. This title will be displayed on the game status screen next to the current notoriety score.





## SWORD UPGRADES

After each Treasure Mission, Jack will earn a new upgrade to his sword. With each sword upgrade, Jack will also earn an increase in the overall damage inflicted by his sword. These upgrades are called "Power Moves."

### Power Moves ← ↑ →

- Power Move 1** ← Jack earns his first power move and a power move slot appears on the game play HUD.
- Power Move 2** ↑ Jack earns his second power move in the game and a second power bar appears on the game play HUD.
- Power Move 3** → Jack earns his third and final power move in the game. A third power move bar appears on the game HUD.

A **Health Bonus** and **Double Notoriety** are the next upgrades Jack will receive once all Power Moves have been achieved.



## TREASURE

### TREASURE ARENAS



Treasure levels are re-playable battle arenas that are unlocked by completing certain Story Missions and collecting *Treasure Map Pieces*. This is a great place to earn Power Moves, Sword Upgrades, more Notoriety, and *Kraken Statue Pieces*.

### KRAKEN STATUE PIECES

These Mystic items are collected by defeating the final wave of enemies in a Treasure Arena. Collecting them all is the only way to unlock the Final Battle. Once unlocked, the Treasure Arenas are available at any time by selecting their icon from a map accessible from the main menu.



## SAVING & LOADING

You will be given the option to save at the end of each level. You may turn off the unit at any time and the game will be held in a pause state until turned on again.



## ALLIES

Folks you'll likely bump into on your adventure.



Will Turner



Elizabeth Swann



Norrington



## ENEMIES

These guys will have their swords drawn. It's time to fight!



Prison Guards



Pirates



Cannibals



Pirates Skeletons



Zombies



Davy Jones' Crew



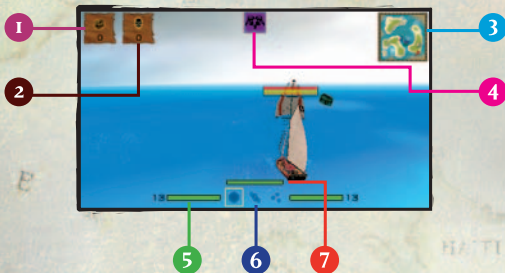


## SHIP BATTLE (Multiplayer)

*Pirates of the Caribbean: Dead Man's Chest* Multiplayer is a 2 to 4 player ship combat game where you choose one of five distinctive ships to face off in a variety of ship-to-ship cannon battles.



## HEADS-UP DISPLAY (HUD)



- Treasure** 1 This is an updated account of the Gold points in your hold.
- Kills** 2 This is an updated account of your Kills during the current round.
- Mini Map** 3 A chart of the area with an arrow representing the ship's location and orientation.
- Pick-Up Icon** 4 Shows the current pick-up(s) acquired. If the pick-up is activated, the icon will have a super imposed timer above it.
- Cannons Loading Bar** 5 Shows the status of the ship's port and starboard cannon banks. It shows how many of the bank's cannons have been loaded by a number located to the side of the bar.
- Shot Type Selector** 6 Shows which of the 3 shots the ship currently has loaded. The Shot Types will be highlighted when the ship is in range of its enemies.
- Special Ability Bar** 7 If the ship type has an ability that requires a cool down timer or loading bar, it is shown above the Shot Type Selector.

## BATTLE TYPES

### Last Man Standing

- The last ship that remains afloat at the end of the round wins the round.
- The ship with the most wins after the final round, is called the winner.
- However, the first player sunk in a game with 3 or 4 players can choose to commandeer the Flying Dutchman for a fee. (See Section: Curse of the Flying Dutchman)

### Timed Match

- The player who scores the most Gold points during a round wins that round.
- The Winner of the match is the player with the most round wins.
- Rounds will last for an established amount of time, set by the game originator before the game is started.
- Round times can be set from 2 to 10 minutes in 2-minute increments.
- Ships will re-spawn once sunk and can re-engage in the battle.

### Deathmatch

- The player with the most rounds wins the match.
- The player setting up the match will determine how many kills are necessary to end rounds and matches.
- Ships will re-spawn once sunk and can re-engage in the battle.

### Plunder The Flag!

- This is a team game where you attempt to capture the opposing team's flag and deliver it to their base a set number of times.
- The team with the most round wins after the last round is played wins the match.
- Before each match begins, the Game Originator determines the number of flags to be captured in each round and the number of rounds per match.
- This game is played with 4 players, 2 on the Red Team and 2 on the Green Team. If there are not enough live players, AI players will fill in the slots.
- The players can choose which team they are on by choosing a flag color.
- Ships will re-spawn once sunk and can re-engage in the battle.





## SHIP BATTLE CONTROLS

**Steer Ship** .....Analog Stick Left, Right

**Speed Up** .....Analog Forward

**Slow Down** .....Analog Back

**Fire Port (left) Cannons** .....□

**Fire Starboard Cannons** .....○

**Use Power Up** .....△

**Use Ship Special Ability** .....×

**Camera Zoom In and Out** .....Directional Buttons ↑↓

**Camera Left and Right** .....Directional Buttons ←→

**Next Cannon Shot** ..... R

**Previous Cannon Shot** ..... L

**Quit Game to PSP VSH** ..... START

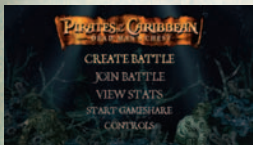


## STARTING A GAME

When starting a new game, go to the profile creation screen and create a profile for the game.

If you have previously created a profile, select LOAD PROFILE and press the × button. Select the profile you would like to load and press the × button again.

## MENU OPTIONS



Use the Up and Down buttons to move through the options. Press the × button to make selection. Press the ○ button to go back to the Profile Select screen.

**Create Battle** Start a new Battle and move to the Battle Creation/Lobby Screen.

**Join Battle** See the available Battles and move to the Join Battle Screen.

**View Stats** View the player's multiplayer statistics.

**View Controls** View the game controls and move to the Tutorial Screen.

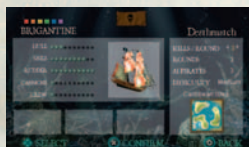
**Start Game Sharing** Start the game sharing process.

## JOIN BATTLE SCREEN



Battles available to join. Toggle through the list with the Directional Buttons and press the × button to make your selection. Press the ○ button to Go Back to the Multiplayer Game Main Menu.

## BATTLE CREATION (Lobby Screen)



The Battle Creation screen is where you can choose your ship's class and sail color while waiting for the Battle Creator to set the options and start match.

### Choose Ship Options:

**Ship Sail Color** Select a sail color for ship.

**Ship Class** Choose from one of the available ship types.

### Battle Creation Options (Battle Creator only)

**Multiplayer Game Type** Choose from 4 game types (Deathmatch, Last Man Standing, Timed Match, Plunder the Flag).

**Game Option (Kills/Time)** Adjust a game option when applicable.

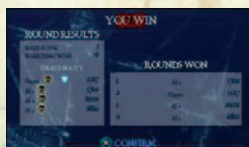
**Rounds** Select number or rounds in the match.

**AI Pirates** Choose number of AI controlled ships.

**Difficulty** Select the difficulty level for the AI opponents.

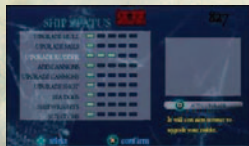
**Map** Choose which map will be used for the match.

## Battle Summary Screen



The Battle Summary screen shows the match results, the statistical summary of the last round of battle, your current ranking in the challenge and the booty acquired during the round. Press the × button to continue to the Ship Upgrade Screen.

## Ship Upgrade Screen



This screen will show: all of the upgrade sections you have available to you, how much pirate gold you have spent against each upgrade, and an Auto Upgrade Option. Auto Upgrade will give your ship the most balanced upgrade.



## SHIP UPGRADE OPTIONS:

- Upgrade Hull** Increases the amount of damage the ship can withstand.
- Upgrade Sails** Increases the ship's top speed.
- Upgrade Rudder** Increases the ship's turning ability.
- Add Cannons** Adds more firepower.
- Upgrade Cannons** Improves the range of the cannons.
- Upgrade Shot** Tightens the cannon shot spread.
- Sea Dogs** Increases the cannon reload rate.
- Shipwrights** Increases the ship's repair rate.
- Surgeons** Increases the speed wounded crew gets back to their post.

## VIEW STATS SCREEN

The Stats screen shows your success rate and ranking over the course of the various multiplayer matches you have fought.

### Multiplayer Statistics

- Rounds Played** Total multiplayer rounds played.
- Rounds Won** Total multiplayer rounds won.
- Enemies Sunk** Total enemies sunk in multiplayer matches.
- Ships Lost** Total ships lost in multiplayer matches.
- Boarding Wins** Total times the Pirate Captain has won a Ship Boarding.

### Pirate Ranking Table

Lists the top 10 players by PSP system nicknames and the multiplayer Round Win Percentage.

### Displaying the Ship Status

You may wish to know the specific status of the each of your enemies. Press the SELECT button to toggle the enemy ship status on and off.



## SHIP CLASSES

There are five ship classes you may choose from to use in battle. Over the course of the game, you will be able to upgrade each of these ships along its own special upgrade path.

### SLOOP



Sloops are small ships that have excellent speed and turning radius. They hold the smallest number of cannons and crew compared to other ships, but what they lack in power, they make up for in their ability to dart around larger ships.

**Special Ability:** *Forward Firing Cannons* – Press the **X** button to fire the 4 Forward Cannons.

### BRIGANTINE



The Brigantine is a slightly larger ship than the Sloop and holds a little more crew and more cannons. Its starting speed and turning radius is a little slower than the Sloop. With greater cannon range to start, it can maintain speed and keep a safe distance between larger ships.

**Special Ability:** *Double Shot* – Once all the cannons are loaded, press the **X** button to initiate the double packing of cannons. As the cannon status bar fills, you can fire the cannons while the guns are double packing.

### FLUYT



The Fluyt is a good middle balanced ship, with a respectable maximum crew size and a good number of cannons in her hold. The starting range of the cannons is a little low. However, she makes up for it in accuracy and a good starting armor value to protect against damage from other ships.

**Special Ability:** *Water Mines* – Press the **X** button to drop a floating powder keg. If any ship collides with one of these floating mines, the keg will explode, causing damage to a ship's hull.

### FRIGATE



The Frigate is a larger ship. What it lacks in speed, it makes up for in firepower. Over the course of ship upgrades between rounds, this ship can become very powerful and dominate the seas. With a larger crew to handle the cannons, she can cause some serious damage to those who do not respect her might.

**Special Ability:** *Hard Tack* – Press the **X** button to activate Hard Tack and for a short time this ship will have better turning ability. The Frigate will be able to turn faster and sharper than a Sloop! This ability needs to charge up before it can be used again.



## GALLEON



The Galleon is the largest class of ship. It can take and cause massive amounts of damage. The Galleon is not an agile ship compared to the others in the fleet. However, as it can fit more cannons than any other class of ship, most ships will think twice about approaching this formidable vessel.

**Special Ability: Burst of Speed** – Press the **X** button to activate Speed Boost. A Speed Boost bar is always filling up and this ability can be used at any time.

## THE BLACK PEARL (Bonus Ship)

This special ship can be used when the *Pirates of the Caribbean: Dead Man's Chest* adventure has been 100% completed. It is worth it! It packs more firepower than your standard ship and its starting stats and maximum upgrades are higher than the rest of the fleet.

**Special Ability: Hide** – Press the **X** button to activate the hide ability and for a short time this ship will vanish before the eyes of your enemies. This ability will need to charge up before it can be used again.



## THE CURSE OF THE FLYING DUTCHMAN

When you are the first or second person to be sunk in a last man standing battle, you will be given the chance to resurrect briefly in the game as the Flying Dutchman.

## THE FLYING DUTCHMAN

is a unique ship that a player can use when playing the Last Man Standing mode. This mystical ship has exceptional Hull Armor, 32 Cannons and its crew and sails are immune to damage.

However, in order to resurrect in the game and sail the Flying Dutchman, you have to give up a portion of your earnings from that battle. The cost of resurrection depends on how much time you want to buy. As a pirate, you always risk the possibility of great reward.



**In a 3-player game** Only the first person to be sunk will have the option to return as the Flying Dutchman.

**In a 2-player game** There is no option to return as the Flying Dutchman.



## MYSTIC POWER-UPS of The Caribbean

Scattered around the map will be several mystical power-ups that you can use one at a time. Each of these power-ups has a special "magical" quality that enhances the players' combat experience. To retrieve a power-up, just run your ship over it. To trigger it, press the **△** button. Each lasts for a set period of time.



Golden Cannons



Repair Hull



Repair Sails



Breath of Poseidon



Veil of Invisibility



Ship Ramming



Summon Kraken



Summon Tornado



Triton's Trident



## TREASURE PICK-UPS

During the course of each battle round, you will find treasure chests floating in the water throughout the map. To pick up the treasure, steer your ship over it.

## SPECIAL TREASURES

A special treasure might be hiding in chests found in each round. It will not be awarded until the end of the round.

### Diamond of Maricaibo

If held until the end of the round, it is worth 2500 gold points. Be careful because it could be lost if your ship is sunk, you lose a boarding game, you get rocked by a massive cannon volley, or you are violently rammed by a ship with ramming power.

### The Black Spot

This tainted item is bad luck to pirates. If your ship has the Black Spot in its hold at the end of the round, half of the gold you have earned will be lost.

### Double Luck

If you end the round with both unique treasures in your hold, you get "Double Luck", which means you just scored double the amount of gold in the round!





## BOARDING ENEMY SHIPS

Boarding an opponent's ship is a daring move that, if successful, can bring great reward. You can earn large amounts of Gold points and can loot Treasure from the enemy ships' storerooms while causing casualties that weaken their crew. This is not without risk; but the reward can be well worth the loss of some crew.

To board an enemy ship, maneuver your vessel along side your enemy. When the 2 ships are in range, look for the on screen text indicating that you can try to board and hold down the **L** + **R** buttons.

### Ship Clash Battle Game

Once the ships are locked together, the battle begins. The Attacking ship tries to push its way onto the other boat, while the Defending player tries to hold them off.

Repeatedly press the **□** **○** **△** **×** buttons as they are displayed on screen to influence the "Tide of Battle" meter in your favor.

The battle ends when the Attacking Ship overwhelms the Defending Ship by pushing the "Tide of Battle" all the way to their side or the battle "times out".



## GAME SHARING

The multiplayer game is designed to be shared with other PSP™ system users who do not have a copy of the PSP™ system game. To play a 2-4 multiplayer game, one of the players must possess a copy of the *Pirates of the Caribbean: Dead Man's Chest* game.

There will be no restrictions on game types or game features for those players who do not possess a copy of the *Pirates of the Caribbean: Dead Man's Chest* game. They will have full access to the same game experience as a player with the game UMD™.

However, players without a game disk will not be able to play the single player game. They can only experience the game when shared out by a person who has the purchased copy game UMD™.

All scores and rankings that are won by a player without the game UMD™ will still retain those numbers in a Save Game file saved on their Memory Stick DUO™.

Players who do not have a copy of the game may go to the Game Share option in the PSP™ system menu. From there they will see a message asking if they want to join the *Pirates of the Caribbean: Dead Man's Chest* multiplayer game, and either accept or decline.